
Subject: Re: C&C_Last_Stand

Posted by [sfr3f](#) on Fri, 27 Jan 2006 15:31:23 GMT

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Huh, so it looks like you put a C&C repair pad in front of the CY in the top view. Why not just move that out a little and make it a separate structure? Oh, and if I remember correctly, you could repair buildings in low power in C&C, just at a reduced rate. First-rate looking map.
